

2. (Amended) A method as claimed in Claim 1, furthermore comprising [a]  
ranking [step among] high-scoring players in respectively successive playing  
sessions, and  
[displaying an image] providing a representation of one or more of the high-  
ranking players [in a relatively persistent manner with respect to] for display in  
subsequent playing sessions, based on the ranking.
3. (Twice Amended) A method as claimed in Claim 1, for use in a multiple player  
environment, wherein [said] the video image of select players of the multiple players is  
selectively cross-wise fed back to [said] the multiple players.
4. (Twice Amended) A method as claimed in Claim 1, wherein [said] the video image of  
select players of the multiple players is made part of a composite image with one or more  
selected items taken from memory.

6. (Thrice Amended) A video game system being arranged for running a multi-player video gaming environment, comprising

a user interface [for enabling] that is configured to enable each [a] player of multiple players to interact with the gaming environment,

[detection means for detecting] a detector that is configured to detect a score and/or performance of [the] each player [in question],

[backfeeding means for backfeeding] a backfeeding device that is configured to:  
backfeed into the gaming environment a [representation] video image of a currently high-scoring player of the multiple players [said score and/or performance in visual form through an item that identifies the player in question], and

a display that is configured to display the gaming environment, and the video image of the currently high-scoring player in a relatively prominent position, during the particular session, and

[characterized by having]

one or more cameras [camera means for automatically taking up a] that are configured to provide the video image of each player [the player in question as said representation for subsequent video display in said gaming environment and allowing said player to suppress during said session a presentation of said actual score and/or performance to said backfeeding].

7. (Amended) A system as claimed in Claim 6, furthermore comprising ranking means for relatively ranking players in respectively successive playing sessions, and control means fed by [said] the ranking means for [displaying] providing video images of the high-ranking players [in a relatively persistent manner with respect] to subsequent playing sessions.

8. (Twice Amended) A system as claimed in Claim 6, arranged for implementing a multiple player gaming environment, and having cross-wise communication means for selectively cross-wise backfeeding [said] the video image to [said] multiple players.